Nicknames: Levitation, Movement of the Mind, TK, the Force
Type: Mental
Masquerade threat: Medium-High
Blood Resonance: Null
Clans: None. Only Caitiff can take Kineticism as a starting Discipline.

Unless otherwise specified, assume any powers which work over a distance have a range equal to three meters, plus three more meters for each of the user's dots in Kineticism. Assume also that one power can only affect one target at a time, unless the user splits their dice pool.

Most of the forces generated by Kineticism are silent, and all are invisible to the eye. A vampire with the Auspex power **Sense the Unseen** can roll Wits + Auspex against the Kineticism user's Composure + Subterfuge to detect the power. On a win, they see a thin silver string extending from the vampire to the object(s) they are manipulating.

Level 1:

Absorb Shock

The user can absorb a small amount of oncoming damage. Though this power can be rather expensive to use multiple times in a row, any kindred might find it useful to avoid needing to take time to mend their undead flesh in the middle of a fight.

- Cost: One Rouse Check

- System: Whenever the user would take any amount of Superficial Health damage from blunt impact (fists, falling, baseball bats, etc), they can immediately activate this power to reduce it by a number of points equal to their dots in Kineticism. Damage is reduced before it is halved. Damage can be reduced to 0 with this power.

  This power can only be used once per round, and cannot be used while other damage-reducing Discipline powers, such as the Fortitude power **Toughness**, are active.

Far Call

The vampire creates a minor force, moving small objects from a distance. A pocket might be picked from across the room, or a dangerous item might be safely held contact-free.

- Cost: Free

- System: The user can affect any object small enough to easily fit in their hand. They can quickly move the object, but not quickly enough to do Health damage. More dextrous manipulations can be more difficult and/or time consuming.

Marisha wants to use the console she can see in the other room. She can use Far Call to type on the keyboard easily enough, but each individual keystroke is a separate task. The Storyteller decides that if she wants to type quickly, she must roll Dexterity + Kineticism at Difficulty 3.

Psychic Sonar (Amalgam: Auspex 1)

The user has attuned to the normal forces of objects around them, giving them an innate sense of their immediate surroundings. This does not penetrate Obfuscate powers on its own, but hiding something from the user through ordinary means is much more of a challenge.

- Cost: Free

- Dice Pool: Wits + Awareness

- Duration: Passive

- System: The user has a fuzzy outline of their physical surroundings within range of their Kineticism. Quickly reading fine details from this, such as identifying a specific face, requires a Wits + Awareness roll at Difficulty 3. The Difficulty may be higher if there is a physical obstacle, such as a mask. For the user to extend their awareness behind a wall (or some other physical barrier) requires a similar roll.

  The user can also easily detect the use of Kineticism within range, without needing to roll.

Level 2:

Curveball

The user can alter the trajectory of ranged weaponry, allowing for creative firing plans that get around an enemy's cover. The weapon's range may not be extended, but any number of sharp turns are possible.

- Cost: One Rouse Check

- Dice Pool: Wits + Kineticism

- System: Whenever the user attacks with a ranged/thrown weapon, they can activate this power to alter the trajectory of the weapon/ammunition. Using this power on firearms, or other weapons with particularly fast-moving ammunition, requires a roll of Wits + Kineticism against Difficulty 3. Weapons with heavier ammunition, such as a cannon, may require a higher Difficulty. Other weapons do not require a roll.

  If the user is certain of where their target is, the target gains no benefit from cover. If the target's exact position behind cover is unknown, the user may incur an appropriate penalty.

Repulsion

The user can produce a powerful repelling force to shatter objects or send their enemies flying.

- Cost: One Rouse Check

- Dice Pool: Kineticism + Resolve

- System: Depends on if this power is used on living/unliving things or objects.

  - Object: the use of this power is treated as a Feat of Strength, using Kineticism in place of Strength and Resolve in place of Athletics. The Difficulty of this Feat of Strength is reduced by 2. If the object is used as a projectile to damage something else, the user rolls Kineticism + Resolve for their attack.

  - Living: the user rolls Kineticism + Revolve against the target's Strength + Stamina. For each success in the margin, the target is flung back five meters. If this is cut short by slamming into something, the target takes damage as if they had fallen the remaining distance.

    Devin rolls to Repulse the hunter, rolling 4 successes against the hunter's 2. The hunter would be shoved back 10 meters, but he hits a wall after moving only 2 meters. The hunter takes 8 points of Superficial damage (1 point from each of the remaining 8 meters), halved to 4.

Level 3:

Grip of the Geist

The user holds a single tool in their hands and focuses their energy into it, gaining the ability to wield the tool over a distance. This is usually a weapon, but a smith's hammer, a pair of tongs, or a broom could be wielded just as well.

- Cost: One Rouse Check

- Duration: One Scene

- System: The user can manipulate their chosen tool over a distance as well as if they held it in their hands. Whenever they would make a roll to use it, however, they roll with Kineticism as the relevant Attribute if they would normally roll with Strength or Dexterity.

  The user can sense their tool's location and can feel any outside force acting on the tool, but does not gain knowledge of the tool's surroundings. Consequently, this power cannot effectively wield firearms except at point-blank range, as aiming is impossible.

  The only way to disarm the user of the tool is to drag the tool outside of their range.

Stranglehold

The user can target specific pieces of a victim's body, allowing them to strangle mortals from the inside and make a vampire's heart an easier target.

- Cost: One Rouse Check

- Dice Pool: Intelligence + Kineticism

- Duration: Up to one scene

- System: The user chooses to affect a muscle in one of the target's limbs or vital organs and rolls Intelligence + Kineticism against the target's Strength + Stamina. If the target has Fortitude, they can instead resist with Strength + Fortitude. The target can, as an action, attempt to break free by repeating the roll.

  - Limb: On a win, the target is under the effect of a Crippling Injury in the targeted limb, which is removed once this power ends. Attempts to harm the affected limb with conventional weapons do not incur a called shot penalty.

  - Vitals: On a win, mortal targets take Aggravated damage equal to the margin of win, and their Stamina is reduced to 1 for the duration of this power. Undead targets are unaffected, except that attempts to stake them do not incur a called shot penalty.

Vengeful Rebuke (requires **Absorb Shock**)

Absorb Shock now allows the user to sponge up what damage they take, so that they can release it later. They might use it to fuel their other Kineticism powers, or to gain an edge in Melee.

- Cost: No additional Cost

- System: Each time the user activates **Absorb Shock** to reduce incoming damage, they can choose to take any amount of Superficial health damage they would otherwise block. For each point of damage the user chooses to take (before halving), they gain 1 *charge*. The vampire can store a number of charges in their blood equal to their dots in Kineticism. Any unspent charges are lost at the end of the night.

  Anytime the user would make a roll to use a Kineticism power, they can expend any number of charges they have stored to gain an equal number of successes on their roll.

  Also, when the user rolls to make a Melee or Brawl attack, they can choose to expend any number of charges to gain an equal number of successes on the roll.

Level 4:

Draught of Kinesthesis

The Vampire focuses a fragment of their raw potential into their blood, granting any drinkers additional strength, speed, and endurance.

- Cost: One Rouse Check

- Duration: One night; for vampires, until the next feeding or the vampire reaches Hunger 5

- System: Drinking a Rouse Check's worth of Blood from the user grants the drinker any 2 level one powers of Celerity, Fortitude, or Potence. The user must choose to bestow these powers - drinking their blood without consent does not grant the drinker any abilities.

Force Field

The user creates a near-invisible barrier of kinetic force, shielding themself and anyone nearby from anything beyond the barrier.

- Cost: Two Rouse Checks, possibly more on subsequent turns

- Dice Pool: Resolve + Kineticism

- Duration: Up to one scene

- System: The user spends their whole turn to create the barrier, which takes the form of a dome centered on themself up to five meters in diameter. The user then rolls Resolve + Kineticism. For each success, the barrier can block 1 point of Health damage. The user can also choose for the barrier to not block any amount of damage, instead taking the damage for themself. All damage the barrier takes is Aggravated. Once the last point of damage is taken, the barrier is destroyed and this power ends. The barrier cannot block damage from sunlight.

  After this power is activated, the user can make an additional Rouse Check at the start of each of their turns. Each time the user makes this Rouse Check, they roll a number of dice equal to their dots in Kineticism. The barrier recovers 1 point of Health for each success.

  While the barrier is active, physical objects cannot pass through it unless the user allows them to. Any sound is muffled while passing through the barrier, but light can pass without issue.

Levitas

The user can negate the force of gravity acting on their person or on anything they can touch.

- Cost: One Rouse Check

- Duration: One Scene

- **System:** The vampire can modify their weight (not mass) and control the speed at which they fall. If they jump, they will continue to rise until they choose to stop. They can move their own body by hovering, but no more quickly than a walking pace. If the vampire activates this power while falling, they take no damage.

  The vampire can move anything they can touch with the same freedom. Weight is not a concern, though more massive objects are still hard to move quickly. Lifting an unwilling target requires a roll of Strength + Brawl vs Dexterity + Athletics to get a hand on them first.

Level 5:

Paralytic Grasp (requires **Stranglehold**)

The user can now paralyze a victim completely under their power.

- **Cost:** Two Rouse Checks

- **Dice Pool:** See **Stranglehold**

- **System:** As with **Stranglehold** (when targeting a limb), except that the target's entire body is affected, rather than only one part. While this power is active, the target cannot move except by crawling, and cannot dodge physical attacks.

  The user can also move the target, as long as nothing is weighing the target down, but not quickly enough to deal more than one point of Superficial damage in a single turn.

Telekinesis

The user can freely move objects around them within range. The only limit is that the user cannot use this power to fly, only moving the target relative to themself.

- **Cost:** Two Rouse Checks

- **Dice Pool:** Resolve + Kineticism

- **Duration:** One scene

- **System:** As with **Repulse**, except that the power remains active for one scene, and the user may choose to switch targets at any time.

  The user can also move the target in any direction, or hold it in place, rather than only shove it away. Choice of direction has no impact on damage - the user can slam the target into a wall as easily as they can crush the target in their grip - but remember that each meter the target moves is a point of Superficial damage they do not take.

  Being held in place by this power does not paralyze the target, but it does stop the target from changing their position. Attempts to evade any attacks are rolled at a 2-die penalty.